007

The World Is Not Enough

INSTRUCTION BOOKLET

NINTENDO 64

EA GAMES

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Control Stick Function

The Nintendo® 64 Controller contains a Control Stick that uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Starting The Game

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.

Warning: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.

3. If you're playing against a friend, plug the other Controller into Controller Socket 2.

4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak into place.

5. Turn ON the POWER switch. You will see a language select screen. Control Stick **LEFT/RIGHT** to highlight a flag which corresponds to the language of your choice and then press the **A** Button. After the games legal screens, The EA Games, Eurocom Entertainment Software and the MGM Interactive logo screens appear, followed by "*The World is Not Enough*" title screen. If you don't see them, begin again at step **1**.

6. At "*The World is Not Enough*" Title screen, press **START** to advance to the Main Menu (see p. 5).

Basic Command Summary

Action	Control
Move	Control Stick
Fire/Use	Z Button
Action/Reload	B Button
Cycle Weapons	A Button
Aim	R Button
Look Up/Down	Control Pad **UP/DOWN**
Strafe	**LEFT/RIGHT C** Button
Jump/Duck	**UP/DOWN C** Button
Pause	**START**

Note: For a more detailed list of commands, see *Complete Game Controls* on p. 8.

Introduction

Welcome back, 007™. An MI-6 agent has been murdered and a classified report from the Russian Atomic Energy Department taken from his body. An old friend, Sir Robert King, accidentally purchased this stolen document, believing it to contain information about terrorists who attacked his pipeline in Kazakhstan. Meanwhile, a Swiss banker named Lachaise, a middle-man in this affair, has offered to return Sir Robert's money. I want you to go to him, discover who killed our agent and collect the money.
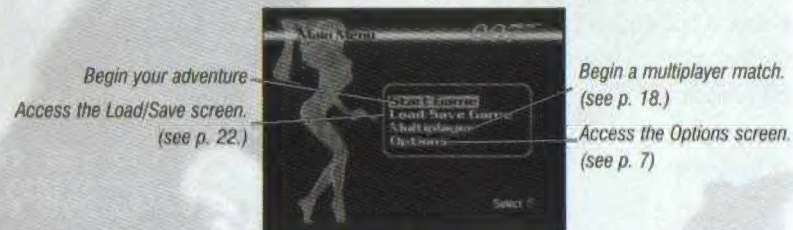
Note: For more info about "The World is Not Enough" video game, check out www.007.ea.com. For more information about other EA GAMES titles, visit Electronic Arts™ on the web at www.ea.com. For more information about "The World is Not Enough" and other James Bond films, visit www.jamesbond.com.

Accessories

This game is compatible with the Expansion Pak and Rumble Pak accessories. Before using the accessories, please read the Expansion Pak and Rumble Pak accessory information booklets carefully. Follow the on-screen instructions to determine when you should insert or remove these accessories.

Expansion Pak Notes

While all modes of gameplay are accessible without the Expansion Pak, players who choose to use the Expansion Pak will be treated to a more visually stunning game. With an Expansion Pak you will be able to access Hi-Colour mode.

Begin your adventure
Access the Load/Save screen.
(see p. 22.)

Begin a multiplayer match.
(see p. 18.)

Access the Options screen.
*(see p. 7)*

Getting Started

Main Menu

Start a single or multiplayer game, load or save game data or change game options from the Main Menu.

- To begin a new mission, highlight **START GAME** and press the **A** button. The Mission Selection screen appears.

Note: Default settings in this manual appear in **bold** type.

Mission Selection Screen

Choose a mission to undertake. You must complete the current mission in order to advance to the next mission.

Control Pad to highlight a mission, then press the A Button to select.
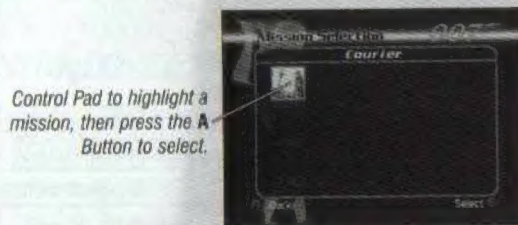
- After selecting a mission, the Difficulty menu appears.

Difficulty Menu

Select the skill level at which you wish to compete. The higher the skill level, the more objectives you need to complete in each mission. Do you have what it takes to survive as a 00 Agent?

AGENT: The easiest level and a great place for novice agents to gain experience.

SECRET AGENT: A moderate challenge for veteran agents.

00 AGENT: The ultimate test for experienced agents. In this level, enemies are stronger, smarter and more skilful.

Note: In 00 Agent mode, the Auto Aim feature is not available. You must rely totally on your skill to survive.

After selecting a skill level, the Briefing screen appears.

Briefing Screen

This screen contains all pertinent information you will need to complete the upcoming mission. The more knowledge you have, the better equipped you will be to handle any unforeseen problems in the field.

View the mission objectives
Read a detailed mission overview
Learn additional information about the mission location and the key personnel that will be involved

Review information concerning any special equipment you will need to complete the mission
UP/DOWN C Button to cycle through the briefing notes.
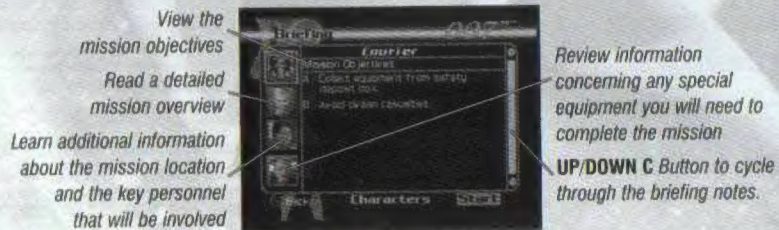
- To begin your mission, press **START**.

Options Screen

Set the game options to suit your preferences.

• To access the Options screen, highlight OPTIONS from the Main Menu and press the **A** button.

CONTROLLER STYLE: Access the Controller Style screen, then Control Pad LEFT/RIGHT to choose your optimal control configuration.

ADVANCED CONTROLS: Access the Advanced Controls Options screen.

LOOK UP/DOWN:	When set to **NORMAL**, Control Pad **UP** to look up and **DOWN** to look down. When set to INVERT, these controls are reversed.
AUTO AIM:	When **ON**, your weapon's aim automatically homes in on the closest enemy.
AIM CONTROL:	The Aim Control option is used to set how you bring up your crosshairs for manual aiming. When set to **HOLD**, you must press and hold the Aim Button to bring up the crosshairs. When set to TOGGLE, pressing the Aim Button toggles the crosshairs on- or off-screen.
SIGHT ON SCREEN:	When **ON**, a red aiming dot appears during gameplay.
AMMO ON SCREEN:	When **ON**, the Ammo Counter appears on screen.
LOOK AHEAD:	When **ON**, your character's viewing angle will ascend or descend when your character is ascending or descending.
AUTO LEVEL:	When **ON**, your viewing angle automatically levels after a sudden change in movement speed.
RESTORE ZOOM LEVEL:	When set to **ON**, your zoom level is restored to it's previous setting whenever you start aiming.

GRAPHICS: Access the Graphics Options screen.

RESOLUTION:	Select the **STANDARD** or HI-COLOUR detail level for your game.

Note: You need an Expansion Pak in order to access HI-COLOUR mode.

BRIGHTNESS:	Adjust the overall brightness level of the game.
ASPECT RATIO:	Play with a **NORMAL** or WIDESCREEN view.

AUDIO: Access the Audio Options screen.

MUSIC VOLUME:	Control Pad **LEFT/RIGHT** to set the soundtrack volume level.
SFX VOLUME:	Control Pad **LEFT/RIGHT** to set the FX volume level.
SOUND MODE:	Choose to play with STEREO, SURROUND or **MONO** sound.

CREDITS: View the game credits.

Playing As Bond

The life of a secret agent is filled with intrigue and danger. You must master the following techniques to overcome any obstacles you may face in your upcoming missions.

Complete Game Controls

Basic Moves

Forward/backward	Control Stick **UP/DOWN**.
Turn left/right	Control Stick **LEFT/RIGHT**.
Crouch down/stand up	**DOWN C** Button.
Strafe left/right	**LEFT/RIGHT C** Button.
Jump	**UP C** Button. (You cannot jump while crouched.)
Look up/down	Control Pad **UP/DOWN**.

Weapon Handling

Use a weapon/item	**Z** Button.
Select next weapon	**A** Button.
Select previous weapon	Hold **A** Button and press **Z** Button.
Perform an action/reload	**B** Button.
Aim	Hold **R** Button + move Control Stick.
Zoom in/out while aiming	**UP/DOWN C** Button.
Select next gadget	Hold **A** Button and press **B** Button.
Switch between alternate weapon modes	Hold **B** Button and press **Z** Button.
Switch between vision modes	(if you have the appropriate gadgets) Hold **B** Button and press **A** Button.

Gameplay Screen

Health Meter

Ammo Counter

Current weapon

Health Meter

The Health Meter displays your physical condition. When the meter is completely green, you possess 100% health. As you are injured, the meter decreases. When you sustain significant injury, the meter changes in colour from green to red. When the meter is depleted, the mission ends.

Oxygen Meter

In certain missions, you are required to swim underwater and an Oxygen Meter appears. When the meter is completely blue, you possess 100% of your oxygen. As time passes, the meter decreases. When the meter is depleted, you will sustain injury. Once you reach the surface, the Oxygen Meter replenishes.
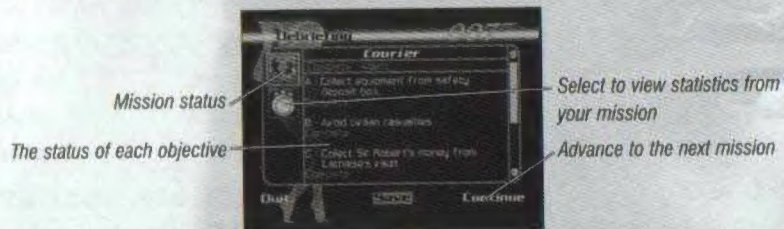
Pause Screen

To access the Pause screen:

1. Press **START** during gameplay.
2. Control Pad **UP/DOWN** to select an option, then press the **A** Button to select.

The Pause screen gives you the following options:

CONTINUE:	Resume your current mission.
OBJECTIVES:	Review the status of the current mission's objectives.
WEAPONS:	Access the Weapons menu.
GADGETS :	Access the Gadgets menu.
MESSAGES:	Review what has been said to you during the mission.
OPTIONS:	Access the Options screen.
RESTART:	Start the current mission from the beginning.
QUIT:	End your current adventure and return to the Debriefing screen.

Debriefing Screen

At the conclusion of a mission, the Debriefing screen appears.

Mission status

The status of each objective

Select to view statistics from your mission

Advance to the next mission

If you successfully complete the mission, you may advance to the next mission. If you fail to complete your objectives, you must replay the mission. Good luck, 007.

Bond's Weaponry

In the course of your missions you will encounter a number of powerful foes and experience many high-risk situations. To complete your assignments, you will need to use your weapons and gadgets strategically.

Weapons

For these assignments, you will be required to use a wide range of high-tech weaponry. Some situations require the use of force, while others demand silent anti-personnel tactics for stealth purposes. As you collect additional weapons along the way, choose the best one for a given situation. The following weapons are some of the most common you will find throughout your assignments.

Deutsche M45

An updated version of the Deutsche M9. This heavy-calibre sub-machine gun doesn't deliver the best rate of fire but it does possess more stopping power.

Capacity:	25 Rounds
Damage:	Medium
Range:	Medium
Ammunition:	45 ACP

Frinesi Special 12

A shotgun with automatic-fire capabilities. The Frinesi is powerful, but lacks accuracy from long-range.

Capacity:	8 Rounds
Damage:	High
Range:	Low
Ammunition:	12 Gauge

GL 40

The GL 40 is a single-shot grenade launcher. The grenades will explode after a 5-second delay.

Capacity:	1 Round
Damage:	Very High
Range:	High
Ammunition:	40mm

Ingalls Type 20

The Ingalls Type 20 is a heavy machine pistol with a high rate of fire, complete with a silencer. It is a favourite amongst terrorists and urban criminals.

Capacity:	30 Rounds
Damage:	Medium
Range:	Medium
Ammunition:	45 ACP

Meyer Bullpup

The Meyer Bullpup is a compact and highly-accurate rifle. Its telescopic sight makes it a great weapon to use from a distance.

Capacity:	30 Rounds
Damage:	High
Range:	High
Ammunition:	5.6 mm

Meyer TMP

The Meyer TMP is a small machine pistol with a high rate of fire. Though its damage is low, it is very reliable from a distance.

Capacity:	25 Rounds
Damage:	Low
Range:	Medium
Ammunition:	9mm

Raptor Magnum

The Magnum is a large, powerful, semi-automatic pistol. Because of the heavy-calibre rounds, the Magnum holds less rounds than a standard fire-arm such as the P2K.

Capacity:	8 Rounds
Damage:	High
Range:	Low
Ammunition:	44 Mag

Soviet KA-57

This heavy assault rifle is the standard issue weapon for the Russian military. It has excellent stopping power, but limited accuracy.

Capacity:	30 Rounds
Damage:	High
Range:	High
Ammunition:	7.62 mm

Suisse SSR 4000

Designed for covert missions, this is a superbly-accurate sniper rifle with silencer and telescopic sight. However, the bolt action makes it slow to fire and reload.

Capacity:	5 Rounds
Damage:	High
Range:	Very High
Ammunition:	7.62mm

Watch Dart

Designed to look like a normal wristwatch, this is actually a concealed dart gun. It is intended for covert infiltration missions, and fires small tranquilizer darts capable of dropping your target on the spot. Intended for situations when non-lethal force must be used, this will be issued to you at the start of appropriate missions.

Watch Stunner

Also contained in your wristwatch is a low-powered electric cable weapon. When it hits a person, the Stunner's current interferes with the body's own natural electrical field. The target is immobilised by muscle contractions, but no permanent damage is suffered. It will incapacitate a target as long as the beam is held on them, and they will need a short time to recover afterwards.

The Stunner uses an internal power supply, which is good for 100 shots. This power supply recharges automatically, at a rate of 2 shots for every 1 second without use.

Wolfram P2K

The P2K is your standard-issue firearm. It is lightweight, efficient and sometimes comes equipped with a silencer.

Capacity:	16 Rounds
Damage:	Low
Range:	Low
Ammunition:	9mm

Gadgets

As part of MI-6's Q Division, you have access to some of the most technologically-advanced field equipment available.

To use a gadget:

1. Press **START** to pause the game. The Pause menu appears.
2. On the Pause menu, highlight GADGETS and press the **A** button. The Gadgets menu appears.
3. Control Pad to highlight a gadget, then press the **A** Button to equip the gadget. The Gameplay screen appears.
4. Press the **Z** Button to use the gadget.

Note: To quickly select a gadget, hold the **A** Button, then press the **B** Button to cycle through available gadgets.

Body Armor

An anti-fragmentation vest composed of 10-layer kevlar weave, with ceramic inserts. Body Armor protects against any small-arms rounds or blunt trauma. After acquiring Body Armor, a blue Armor Meter appears under the Health Meter. Each time you sustain injury, the Armor Meter depletes instead of the Health Meter. Once the Armor Meter is depleted, any further injury is applied to your Health Meter.

Note: Once collected, the Body Armor is immediately equipped. Other gadgets can be used with Body Armor equipped.

Bomb Disposal Kit

Consisting of wire-cutters, probes and other tools, this handy kit allows you to defuse explosive devices.

To use the Bomb Disposal Kit:

1. Select the Bomb Disposal Kit from your Gadgets menu.
2. Aim the kit at the explosive device, then repeatedly press the **Z** Button until the bomb is defused. You can measure your progress on the blue gauge. Watch out for the red gauge, which is the anti-tampering device. If this reaches 100% then the bomb will go off.

Camera

A miniature digital camera with conventional and low-light operating capability. Use the Camera to copy secret documents, take surveillance shots or gather incriminating evidence. You're only as good as your information.

Covert Modem

A small computer device that can be attached to a target computer and used to relay data back to MI-6 Headquarters.

Cutting Laser Watch

Your wristwatch also possesses a powerful, short-range cutting laser. It can be used to sever wires or cables, or to burn the locks off doors.

Data Scrambler

A miniature electronic 'bomb' that, when placed on a computer or electronic storage device, irreparably scrambles any data within.

Finger Print Scanner

A handy device used to copy an individual's fingerprints in order to open high-security locks.

Flash Bang Gun

A stun grenade disguised as a semi-automatic pistol, with the detonator hidden in a pair of glasses. These are used to disorient and subdue targets rather than do permanent damage.

Grapple Hook Watch

A fashionable timepiece containing a miniature grappling hook with 50' high-tensile micro-filament, able to support up to 800 lbs.

Keypad Decryptor

A computerised algorithm generator which is capable of decoding any encoded keypad lock system within seconds.

Night Vision Glasses

These glasses allow the wearer to see clearly in the darkest environments. They have a limited power supply that automatically recharges when not in use.

Phone Tap

A tiny transceiver device used for bugging telephones. Will broadcast any received conversations.

Safe Cracker

An electronic gadget that automatically ascertains the combination of any safe and unlocks it.

X-Ray Glasses

These glasses allow the wearer to see through walls or doors, at close-range.

Mission Briefings

The World is Not Enough contains fourteen challenging missions. To complete a mission, you must successfully fulfil all of the mission objectives. The higher the skill level, the more objectives there are for you to complete.

Mission 1: Courier

An MI-6 agent has been killed and a classified report from the Russian Atomic Energy Department taken from his body. Sir Robert King mistakenly purchased this report believing it to contain information about the terrorists who have attacked his new oil pipeline in Kazakhstan. You must see Lachaise, a Swiss banker and middleman in this affair, to ascertain the identity of the murderer, retrieve King's money and escape.

Mission 2: King's Ransom

The money you retrieved from Spain is to be returned to Sir Robert King. King is an old friend of M's, who helped him years ago when his daughter Elektra was kidnapped by the terrorist Renard. When a terrorist group launches an attack on MI-6 Headquarters, you must clear the building of enemies while securing the safety of key MI-6 personnel.

Mission 3: Thames Chase

The Female Assassin who murdered Lachaise is behind the attack on MI-6. You must pursue her and capture her alive in order to find out who she is working for.

Mission 4: Underground Uprising

The Female Assassin has taken refuge in an underground train station, which has been over-run by her henchmen. You must free the hostages held inside, then locate and defuse a bomb, before continuing the pursuit.

Mission 5: Cold Reception

The terrorist Renard has returned, seeking revenge. With Sir Robert King dead and the MI-6 Headquarters devastated, his next target is likely to be Elektra herself. You must find out who is working for Renard in Elektra's organisation and make sure that she comes to no harm.

Mission 6: Night Watch

The attack on Elektra has confirmed your fears about Renard. You suspect Elektra's head of security, Davidov, may be Renard's inside man. You must gather enough evidence to incriminate him. Use caution though. You must avoid detection and be careful not to harm any of Elektra's employees—they are innocent after all.

Mission 7: Midnight Departure

Davidov, under the guise of Dr. Arkov, is on his way to rendezvous with Renard. Track him through the forest and eliminate him, then take his place on the flight to Kazakhstan.

Mission 8: Masquerade

Renard's mercenaries, disguised as IDA personnel, have brought you to an old Soviet nuclear test facility in Kazakhstan. Posing as Dr. Arkov, you must penetrate the facility without arousing suspicion while you discover what is going on.

Missions 9/10: City of Walkways I & II

Renard has managed to steal a nuclear warhead. To get a lead on where he might be hiding, you must visit a former adversary, Valentin Zukovsky. Though he now runs both a legitimate casino and a caviar fishery, if anyone knows what is going on in the black market it will be Zukovsky.

Mission 11: Turncoat

Zukovsky has admitted that his nephew Nikolai is smuggling equipment to Elektra. The delivery is to be made to Istanbul. Zukovksy has a listening station in the city and brings you and Christmas, a nuclear physicist, there to help find Elektra. However, before you can reach Nikolai, Bull, one of Zukovsky's men, detonates a bomb that disables the station. You must track down Bull and stop him from warning Renard.

Mission 12: Fallen Angel

M is currently a hostage in a tower. You must make your way past Elektra's personnel and ensure M's safe release. Additionally, you must also stop Renard and Elektra from escaping in the submarine.

Mission 13: A Sinking Feeling

With Elektra out of the way, you can now focus on Renard. He has captured Christmas and set off in the submarine. Make your way aboard and rescue Christmas.

Mission 14: Meltdown

It's now or never, Bond. Find Renard and stop him from detonating the submarine's nuclear reactor. If he is successful, the city will be destroyed and millions of innocent people will die.

Multiplayer

Multiplayer mode is the ultimate contest of good vs. evil for up to four competitors.

- To start a multiplayer match, highlight MULTIPLAYER from the Main Menu and press the A button. The Multiplayer Menu screen appears.

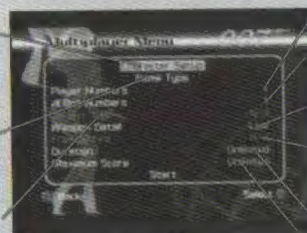## Multiplayer Menu Screen

Select the options for your match on the Multiplayer Menu screen

Press the A Button to access the Character Setup screen. (see Character Setup Screen on p. 20.)

Press the A Button to access the Game Type screen (see Game Type Screen on p. 19.)

Choose to play with a HORIZONTAL or VERTICAL split-screen

Select the number of players

Set the number of CPU-controlled characters

When ON, your weapon info appears on-screen

When Friendly Fire is set to ON, team mates can sustain damage from your attacks

Set the match length limit

Set the score limit

- After choosing your desired play options, highlight START, then press the A Button. The Arena Selection screen appears.

Arena Selection Screen

Choose the arena that you wish to compete in.

Control Pad to highlight an arena, then press the A Button to select.

- After choosing an arena, the Rumble Pak Select menu appears. Press START to begin your match.

Game Type Screen

Choose a Scenario and Weapon Mode for your multiplayer match.

Scenario Types

Select the rules and victory conditions for your match.

ARENA: It's every player for themselves. The most effective player wins the match.

TEAM ARENA: Players are split into two teams. The most effective team wins the match.

CAPTURE THE FLAG: Players are split into two teams. Each team must steal the opposing team's flag and return it to their own capture point to score points.

CAPTURE THE BRIEFCASE: Players are split into two teams. Each team must steal the opposing team's briefcase and return it to their own capture point to score points. However, you only earn a point if both briefcases are in your capture point at the same time.

KING OF THE HILL: Players score extra points by possessing "The Hill", a special area in each map. Keep your opponents away from The Hill.

TEAM KING OF THE HILL: Players are split into two teams. Players score extra points by possessing "The Hill", a special area in each map. Keep your opponents away from The Hill. The team who score the most points wins the match.

UPLINK: Players are split into two teams and three uplink units are placed throughout the map. When a member of either the red or blue team touches the uplink unit, the unit switches to that team's colour. As time passes, each team earns points for the uplink units under their control.

LAST AGENT STANDING: Each player has a fixed number of lives. The last player left alive wins the game.

GOLDEN GUN: In this scenario, the three components of the Golden Gun (Golden Pen, Golden Lighter and Golden Cigarette Case) are scattered throughout the level and players must try to collect them. Once collected the player can utilise the Golden Gun. A single shot is lethal. When a player holding the Golden Gun, or any of its components, is removed, the player loses it. The players that eliminate all competitors with the Golden Gun wins the game.

Note: Some Scenario Types only become accessible after completing certain challenges in Single Player mode.

Weapon Mode Types

Choose a Mode type to determine which weapons can be used in a match.

STANDARD: All weapons are available to each player in this mode.

COVERT: Only weapons designed for covert missions are available.

COMBAT: Only weapons designed for assault missions are available.

RAPID FIRE: Only weapons with a high rate of fire are available.

CLOSE COMBAT: Only weapons designed for use at close-range are available.

SNIPER COMBAT: Only weapons designed for use at long-range are available.

EXPLOSIVE: Only weapons that create explosions are available.

EXOTIC: Only the most unique weapons in the game are available.

WILD FIRE: Only fully-automatic weapons are available.

GADGET WAR: Only silenced weapons and gadgets are available.

Note: Some Mode Types only become accessible after completing certain challenges in Single Player mode.

Character Setup Screen

Select the characters and set the character options for each player.

*Use the **UP/DOWN** C Button to highlight the player you want to adjust options for*

*Control Pad **UP/DOWN** to highlight an option, then Control Pad **LEFT/RIGHT** to change the option*

Select a character
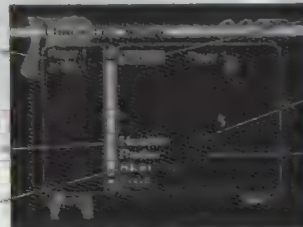
*Press the **A** Button to access the Player Name menu and enter your name.*

Set the character's health level

*Turn the character's radar **ON/OFF***

- After setting the character options, press the **B** Button to return to the Multiplayer Menu screen.

Team Menu Screen

For any team matches (Team Arena, Capture The Flag, Uplink, Capture The Briefcase, Team King Of The Hill), the Team Menu screen appears following the Arena Selection screen.

Control Pad UP/DOWN to highlight a player, then Control Pad LEFT/RIGHT to assign the player to the RED or BLUE team.
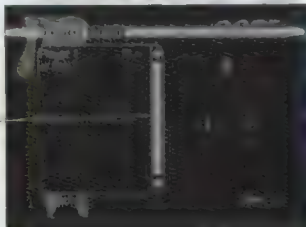
To begin a team match:

1. Press the **A** Button. The Rumble Pak Select menu appears.
2. Press **START** to begin your match.

Pause Menu

Adjust gameplay options or view player statistics on the Pause menu.

1. To access the Pause menu, press START during gameplay.
2. Control Pad **UP/DOWN** to select an option, then press the **A** Button to select.

CONTINUE: Continue the match.
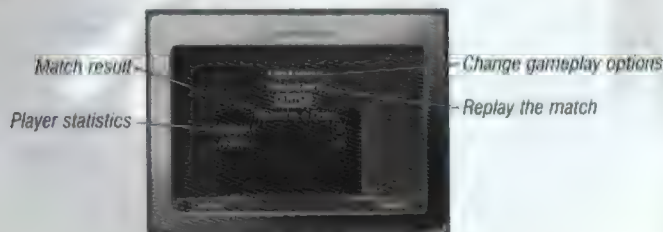
OPTIONS: Access the Options screen. (see p. 7.)

RESTART: Start your match again.

QUIT: End your match. The Multiplayer Menu screen appears.

Results Screen

At the conclusion of a match, the Results screen appears.

Match result

Player statistics

Change gameplay options

Replay the match

- To return to the Multiplayer Menu screen, select QUIT, then press the **A** Button.

Loading and Saving

The World is Not Enough allows you to save a game in progress with the use of a Controller Pak.

To load a saved game:

1. Highlight LOAD/SAVE from the Main Menu and press the **A** Button. The Load/Save menu appears.
2. Control Pad **UP** to highlight LOAD, then press the **A** Button to select.
3. Control Pad **UP/DOWN** to highlight the file you want to load, then press the **A** Button. The game data loads.

To save game data:

1. Highlight LOAD/SAVE from the Main Menu and press the **A** Button. The Load/Save menu appears.
2. Control Pad **DOWN** to highlight SAVE, then press the **A** Button to select.
3. Control Pad **UP/DOWN** to highlight the slot you want to save to, then press the **A** Button. The game data saves.

Note: If you wish to overwrite a previously-saved game, complete Steps 1 and 2. On Step 3, select your old saved game and press the **A** Button. You will be prompted to press the **B** Button to overwrite. Press the **B** Button. The data saves.

Note: Your game data can also be saved from the Debriefing screen. Following a mission, select SAVE, then follow the steps listed above.

Note: *The World is Not Enough* is designed to save to Controller Pak 1. Do not attempt to insert Controller Paks into sockets 2,3 or 4.

Credits

EA GAMES

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